

AUSTRIAN WARHAMMER FANTASY OPEN 2006

Warhammer Fantasy Battles 6th Edition

Player Information Pack

Issue date: 24 June 2006

Event date: 26-27 August 2006

Venue: Austria - details supplied to registered players

System	Warhammer Fantasy Battles 6th Edition
Army size	2,250 points
Composition	Akito-Beschränkungen
Lists	Open lists with hidden magic items and secret options preserved
Pairing	Swiss system
Rounds	Five games across two days
Special Characters	Not permitted, except Dogs of War Regiments of Renown do not count as Special Characters for this event
FAQ order	Official GW, Direwolf FAQ Council, Norn Consensus, event rulings

This is an independent tournament pack. It is not a Games Workshop event.

1. Event Overview

The Austrian Warhammer Fantasy Open 2006 is a two-day independent Warhammer Fantasy Battles tournament played using the 6th Edition rules. The event is intended for prepared tournament armies, clear army lists, and prompt play over five games.

The event uses 2,250 point armies, open army lists, the Akito-Beschraenkungen for composition, and the FAQ and rulings hierarchy set out in this pack.

1.1 Event Timeline

Date	Requirement
24 June 2006	Player Information Pack issued to registered and prospective players.
15 July 2006	Rules-source requests and questions should be submitted by this date where possible.
29 July 2006	Tournament-specific rulings bulletin issued if required.
12 August 2006	Final army list submission deadline.
19 August 2006	Final list corrections and clarifications closed.
26 August 2006	Day 1: registration, army list check, Rounds 1-3.
27 August 2006	Day 2: Rounds 4-5 and awards.

1.2 Draft Schedule

Day	Time	Activity
Saturday	09:00-09:30	Registration and judge copy hand-in
Saturday	09:30-12:00	Round 1
Saturday	12:45-15:15	Round 2
Saturday	15:45-18:15	Round 3
Sunday	09:30-12:00	Round 4
Sunday	12:45-15:15	Round 5
Sunday	15:30	Results and awards

2. Event Organisation

The event is run by the tournament organisers for the benefit of Warhammer Fantasy Battles players attending the Austrian Warhammer Fantasy Open 2006.

This is an independent tournament and is not a Games Workshop event.

All army list checks, rules queries, pairings, scoring, and event rulings will be handled by the tournament organisers and the Head Judge.

Players may submit rules questions before the army list deadline. Any answers that affect tournament play may be added to the event rulings section or made available to all players before the event.

3. Rules Basis and Clarifications

This event will be played using Warhammer Fantasy Battles 6th Edition.

Rules questions will be resolved using the following order of authority:

1. Warhammer Fantasy Battles 6th Edition Rulebook.
2. 6th Edition Army Books.
3. Official Games Workshop errata, Warhammer Chronicles, Annuals, and published FAQs.
4. Direwolf FAQ Council rulings.
5. Norn Consensus rulings.
6. Tournament-specific rulings listed or referenced in this pack.
7. Head Judge ruling at the table.

The Direwolf FAQ Council rulings will be used as the primary independent FAQ reference for rules questions not fully answered by Games Workshop publications.

The Norn Consensus rulings will be used as an additional independent clarification source where no official Games Workshop answer or Direwolf FAQ ruling is available.

Where a tournament-specific ruling is listed or referenced in this pack, that ruling applies for this event. Where no published ruling exists, the Head Judge may issue a ruling during the event. Such rulings are final for the duration of the tournament.

Army composition is governed separately by the Akito-Beschraenkungen included or referenced for this event.

3.1 Rules Sources and Player Requests

The rules references listed in this pack define the rules framework for the event. This pack does not reproduce every official FAQ, Direwolf FAQ Council ruling, Norn Consensus ruling, or Akito restriction in full.

Players who require access to, or clarification of, any rule, FAQ, army list, item, unit entry, or composition restriction mentioned in this pack should contact the tournament organisers before the army list deadline.

Where a player intends to use a rule, unit, army list, magic item, special option, or clarification that is not printed in the Warhammer Fantasy Battles 6th Edition Rulebook or the relevant 6th Edition Army Book, the player must be able to provide the relevant source to the organisers upon request.

Any rules question that may affect tournament play should be submitted before the army list deadline. Answers of general relevance may be added to the event rulings section or communicated to all players before the event.

4. Army Construction

ID	Source or Option	Event Ruling
4.1	All standard 6th Edition army books	ALLOW
4.2	Ravens Hordes lists where no 6th Edition army book exists	ALLOW
4.3	White Dwarf / Chronicles army updates	BAN unless explicitly listed in this pack
4.4	Errata-updated versions of units/items	ALLOW - errata replaces printed text
4.5	Storm of Chaos army lists	BAN
4.6	Lustria army lists, items, units, or scenario-only options	BAN
4.7	Albion items or units	BAN
4.8	Other appendix or alternative army lists from books or Chronicles	BAN unless explicitly listed in this pack

4.1 Dogs of War, Kislev, and Alternative Lists

Army / Option	Ruling
Chaos Dwarfs using Ravens Hordes	ALLOW
Kislev Allied Contingent	ALLOW - allied or standalone as described below
Standalone Kislev army	ALLOW
Standalone Kislev Hireling Wizard with Lore of Ice for magic defence	ALLOW
Dogs of War as a full army	ALLOW
Dogs of War units as mercenaries in other armies	BAN
Regiments of Renown	ALLOW only in Dogs of War armies
GW Italy Dogs of War magic items from the 2005 Italian campaign pack	ALLOW for Dogs of War armies; printed translated item sheets must be provided for opponents

4.2 Dogs of War

- ☐ Dogs of War may be fielded as a complete army.
- ☐ Dogs of War Paymaster rules are used exactly as printed.
- ☐ Dogs of War cannons are permitted, subject to Akito restrictions.
- ☐ Ogres, Dwarfs, Norse, Halflings and similar Dogs of War entries are permitted as part of a Dogs of War army.
- ☐ Regiments of Renown are not treated as Special Characters for this event, but may only be taken in Dogs of War armies.
- ☐ Dogs of War units may not be hired as mercenaries by other armies in this event.
- ☐ Dogs of War players using the 2005 Italian Campaign rules expansion must provide a printed copy of the translated item sheets for their opponents.

4.3 Kislev

- ☐ Kislev may be fielded either as an allied contingent or as a standalone army.
- ☐ A standalone Kislev army may include a Hireling Wizard using the Lore of Ice for magic defence as permitted by the event organisers.

- ☐ Kislev players must provide the relevant rules source if requested by the organisers.

4.4 Special Characters

- ☐ Special Characters are not permitted.
- ☐ The fact that a book says a Special Character may be used without opponent permission does not permit that character at this event.
- ☐ No approved Special Character list is used for this event.
- ☐ Named unit champions and minor named upgrades require organiser approval if they are not clearly part of an otherwise legal unit entry.
- ☐ Dogs of War Regiments of Renown are not treated as Special Characters for this event.

5. Composition and Magic

Army composition is checked as pass/fail. A submitted army must comply with the Akito-Beschraenkungen used for this event. There is no separate comp score and comp does not affect final ranking except where a list is illegal.

Only the Akito composition restrictions and the additional tournament rulings listed or referenced in this pack apply. Players who require the exact Akito text should contact the organisers before the army list deadline.

As is standard for tournaments across the DACH region, this event utilizes the standard Akito composition rules to curb extreme power-gaming lists. For international players unfamiliar with the German forum iterations of the Akito pool system, a translated summary of the pass/fail restrictions can be requested from the organisers.

Item	Ruling
Akito magic restrictions	Use the Akito restrictions for this event
Additional event magic restrictions beyond Akito	None, except where listed or referenced in this pack
Bound spells	Count toward Akito magic limits where applicable
Power Stones and one-use power dice	Count toward Akito magic limits where applicable
Dispel Scrolls	Limited by Akito and event rulings
Double rare magic batteries and similar engines	Restricted by Akito and event rulings

6. Army List Submission and Printed Copies

All players must submit a complete 2,250 point army list to the organisers by the army list deadline.

On the day of the event, each player must bring at least two printed copies of their army list:

6.1 Complete Judge Copy

This copy must include all units, characters, command options, equipment, magic items, marks, bloodline powers, daemonic gifts, virtues, hidden models, assassins, fanatics, banners, bound items, and any other upgrades or rules-relevant choices.

6.2 Opponent Copy

This copy is provided to opponents before the game. It must include the army, units, characters, mundane equipment, command groups, mounts, marks or upgrades that are not hidden, and all information normally visible or knowable at the start of the battle.

Magic items and other hidden choices should not be listed on the opponent copy unless the rules require them to be revealed.

The event uses open army lists for units, equipment, and army composition, while preserving hidden information such as magic items and other secret options until they are revealed during play.

If there is any doubt whether an option should appear on the opponent copy, players must ask the organisers before the event.

7. Models, Bases, and Representation

Option	Ruling
Current and older edition Citadel miniatures	ALLOW if the model accurately represents the entry and is mounted on the correct square base size
Miniatures from out-of-print Citadel ranges	ALLOW if clearly representing the unit entry and mounted on the correct square base size
Alternative manufacturers (e.g., Reaper, Gamezone)	ALLOW if clearly representing the unit entry and mounted on the correct square base size
Scratch-built models and extensive conversions	Only with prior approval; entries must remain clear to opponents and judges
Unit fillers	Only with prior approval
Base-size conversions and counts-as armies	Only with prior approval and clear visual representation

Players should use appropriately based, easily recognisable models. Opponents and judges must be able to identify units, equipment, command groups, characters, and monsters without confusion.

8. Scenarios and Scoring

The event uses five tournament scenarios rather than only Pitched Battle. Victory Points are calculated using the Warhammer Fantasy Battles 6th Edition rules unless a scenario states otherwise. Scenario objectives may add or modify battle points.

Hidden secondary objectives are used. Sportsmanship and painting do not affect final tournament ranking.

Round	Scenario	Notes
1	Pitched Battle	Standard deployment and Victory Points.
2	Cleanse	Table-quarter control using the Warhammer Fantasy Battles 6th Edition scenario rules.
3	Flank Attack	Use the Warhammer Fantasy Battles 6th Edition Flank Attack scenario rules.
4	Breakthrough	Reward for units reaching the enemy half.
5	Pitched Battle	Final game using standard deployment, Victory Points, and hidden secondary objective.

The final scenario sheets will be issued with the event materials. Players should be prepared for objective play in addition to normal Victory Points.

9. Table Play and Judge Calls

- ☐ Players are expected to play promptly and complete games within the round time.
- ☐ Dice must be rolled in clear view of the opponent.
- ☐ Players should agree terrain before deployment begins.
- ☐ If a rules dispute cannot be resolved quickly, call the Head Judge.
- ☐ A Head Judge ruling is final for the duration of the tournament.
- ☐ Players must not delay a game by searching for rules during the round when a judge call would resolve the issue more quickly.

10. What to Bring

- ☐ Painted and based army where possible; models must be clear and tournament-legal.
- ☐ Warhammer Fantasy Battles 6th Edition Rulebook.
- ☐ Relevant 6th Edition Army Book or permitted list source.
- ☐ Dice, tape measure, templates, army case, and markers.
- ☐ At least two printed army list copies: complete judge copy and opponent copy.
- ☐ Any additional rules sources required for units, items, FAQs, or rulings used by the army.

11. Independent Event Notice

This event is an independent tournament. Games Workshop, Warhammer, Warhammer Fantasy Battles, and all associated names are trademarks of their respective owners and are used only to identify the game system and published rules materials used for the event.

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Appendix A - Army Legality Checklist

Check	Player Confirmation
Army is 2,250 points or less.	
Army uses a permitted 6th Edition army book or permitted event list.	
Army complies with Akito-Beschraenkungen.	
No banned campaign, Lustria, Albion, or Storm of Chaos material is used.	
No Special Characters are used, except legal Dogs of War Regiments of Renown.	
All magic items, powers, hidden models, and secret options are included on the judge copy.	
Opponent copy omits hidden information but shows all open-list information.	
Additional sources are available on request.	

Appendix B - Change Log

Version	Date	Change
1.0	24 June 2006	Player Information Pack issued.
1.1	29 July 2006	Reserved for tournament-specific rulings bulletin if required.